

# Houpu (Hope) Wang

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## EXPERIENCE

### Founding Designer | Vicino AI

Aug 2025 – Jan 2026, Remote, United States

Early-stage AI SaaS startup building a multi-media creative workflow canvas for content, image, 3D, and video generation.

- Owned end-to-end product design from zero to launch as founding designer, wearing multiple hats in a rapidly iterative environment, shaping the core UX, interaction paradigms, and design standards of the platform.
- Partnered closely with CEO and PM to define product vision, roadmap, and design strategy, balancing technical feasibility, user needs, and business goals in a fast-moving startup environment.
- Established and evolved a design system that supports rapid iteration.
- Recruited, onboarded, and mentored additional designers.
- Collaborated daily with engineering to align design intent with system constraints, latency tradeoffs, and AI pipeline limitations.
- Led the design of the marketing website and product-facing brand experience, ensuring visual and narrative alignment between product and go-to-market presence.

### Founder & Designer | Independent Design Studio

2023, Shenzhen, China

- Founded a small design studio focused on toy IP development, owning concept development, prototyping, and iteration from idea to physical product.
- Designed and produced 3D-printed prototypes with articulated mechanisms, translating character concepts into manufacturable forms.
- Built and managed a self-media channel to promote products, gather early user feedback, and validate market interest.

## EDUCATION

### MFA in Interaction Design | School of Visual Arts (SVA), New York, NY

Sep 2024 – May 2026

- Course Assistant in Physical Computing, Smart Objects and Thesis Presentation.

### B.A. in Industrial Design | Beijing Technology and Business University (BTBU), Beijing, China

Sep 2020 – Jun 2024

- Head of department in student union.

## PUBLICATION

### Research Progress in Nonlinear Ultrasonic Testing for Early Damage in Metal Materials | Materials (SCI Q1, IF: 3.4)

Mar 2023, Second Author

## SKILLS & TOOLS

### Product Design & Systems Thinking

Strong UX/UI Design, Motion Design, Building Design System, Information Architecture, User Research, Rapid Prototyping, Storytelling, Product Strategy, End-to-End Product Design, Design Decision-Making under Ambiguity

### AI & Emerging Technical Skills

Vibe Coding & Iteration & deployment, Cursor & Claude Code

### Design Tools

Figma, After Effect, Jitter, Rhino, SolidWorks, KeyShot

### Prototyping

Lottie Animation, 3D Modeling & Printing, Physical Computing & Arduino, Unity

### Media Tools

Adobe Premiere Pro, Cap Cut, FL Studio